

THOMAS & FRIENDS™



ANNUAL 2025





**THOMAS
& FRIENDS™**

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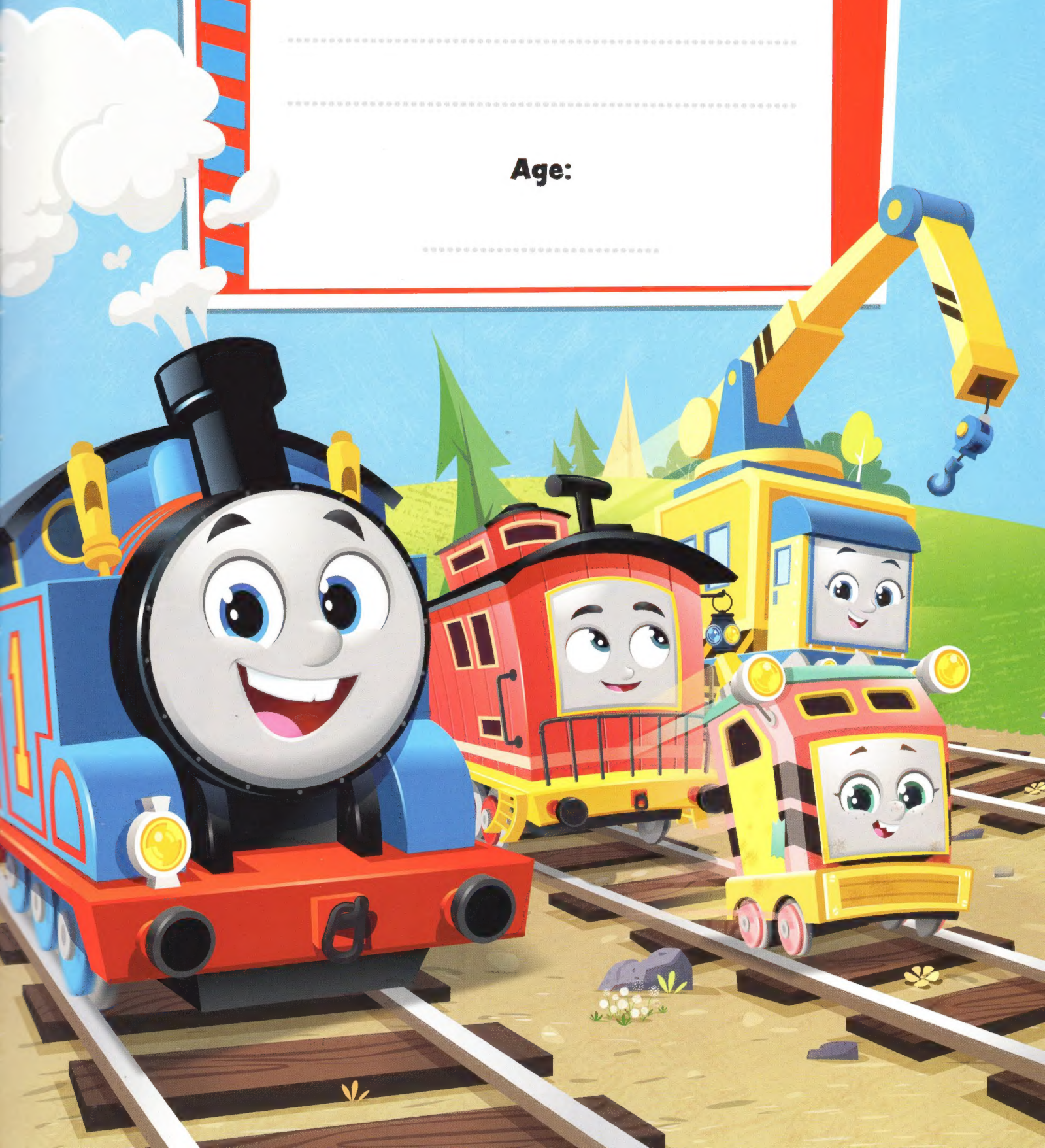


This annual belongs to:

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Age:

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ANNUAL 2025



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HIT entertainment

CREATED BY BRIT ALLCROFT



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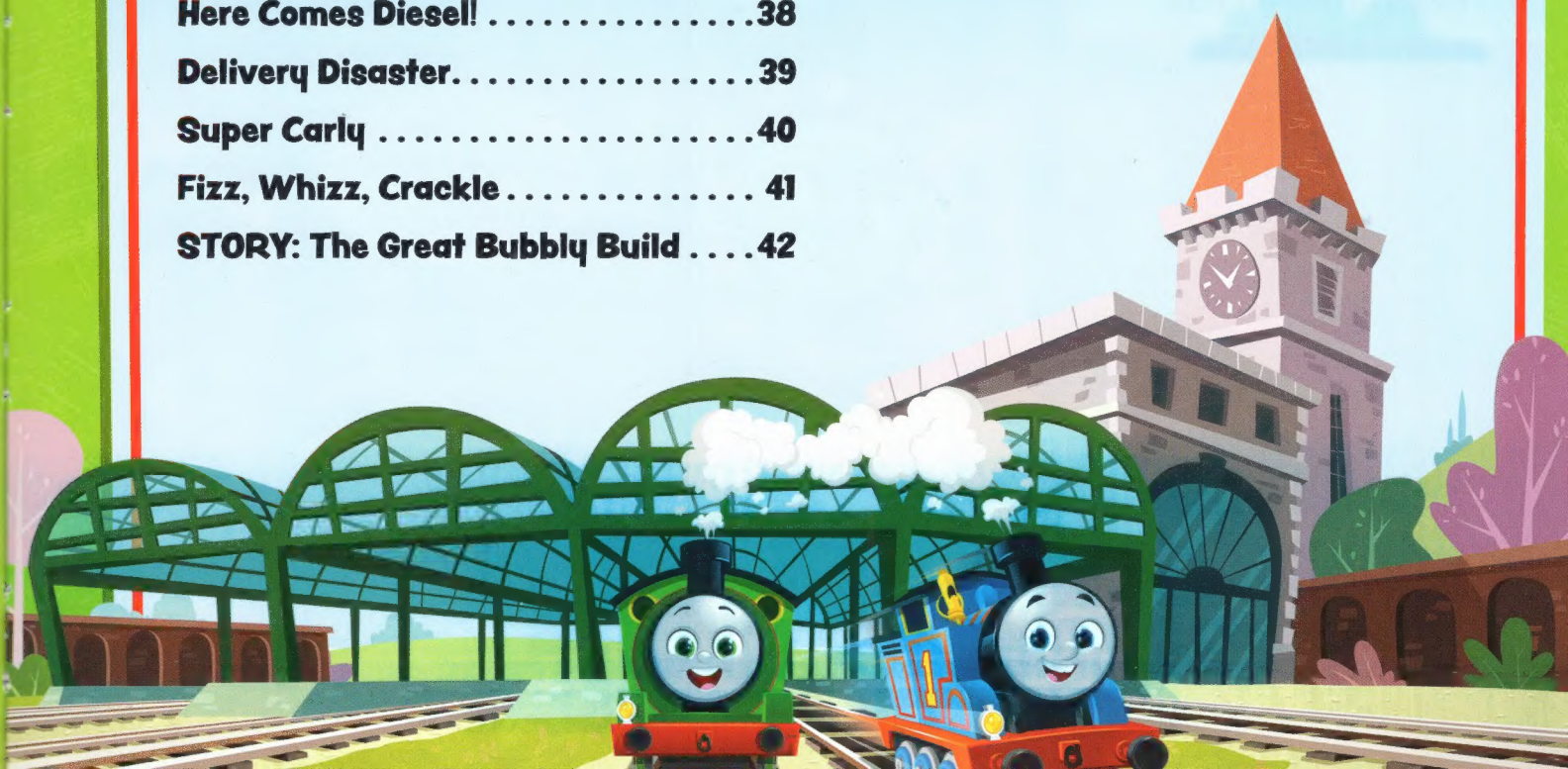
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Team Awesome

Follow the tracks around Sodor and read all about the the fantastic team. They can't wait to meet you!



That's sparkin'!

Diesel

Watch out for cheeky Diesel! He plays fun tricks on his friends.



That's electric!

Kana

Blink and you might miss the fastest electric engine around. **Whoosh!**



Let's rock and roll!

Nia

Lucky Nia has travelled the world. She loves finding new adventures on Sodor.



Thomas

Brave, cheeky and a whole lot of fun, Thomas is always adventure-ready!

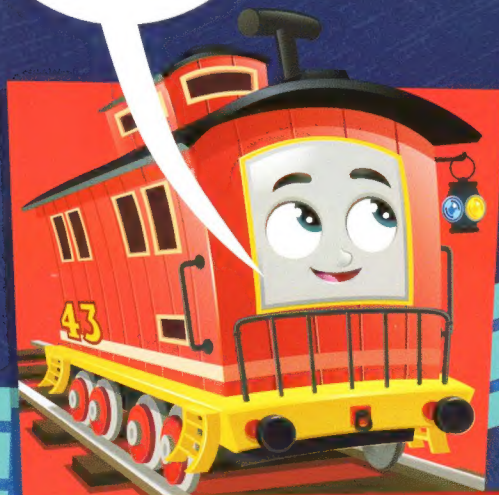
We're on the right track!



Percy

This super fun mail train rings his little bell to bring good luck. **Ding-a-ling!**

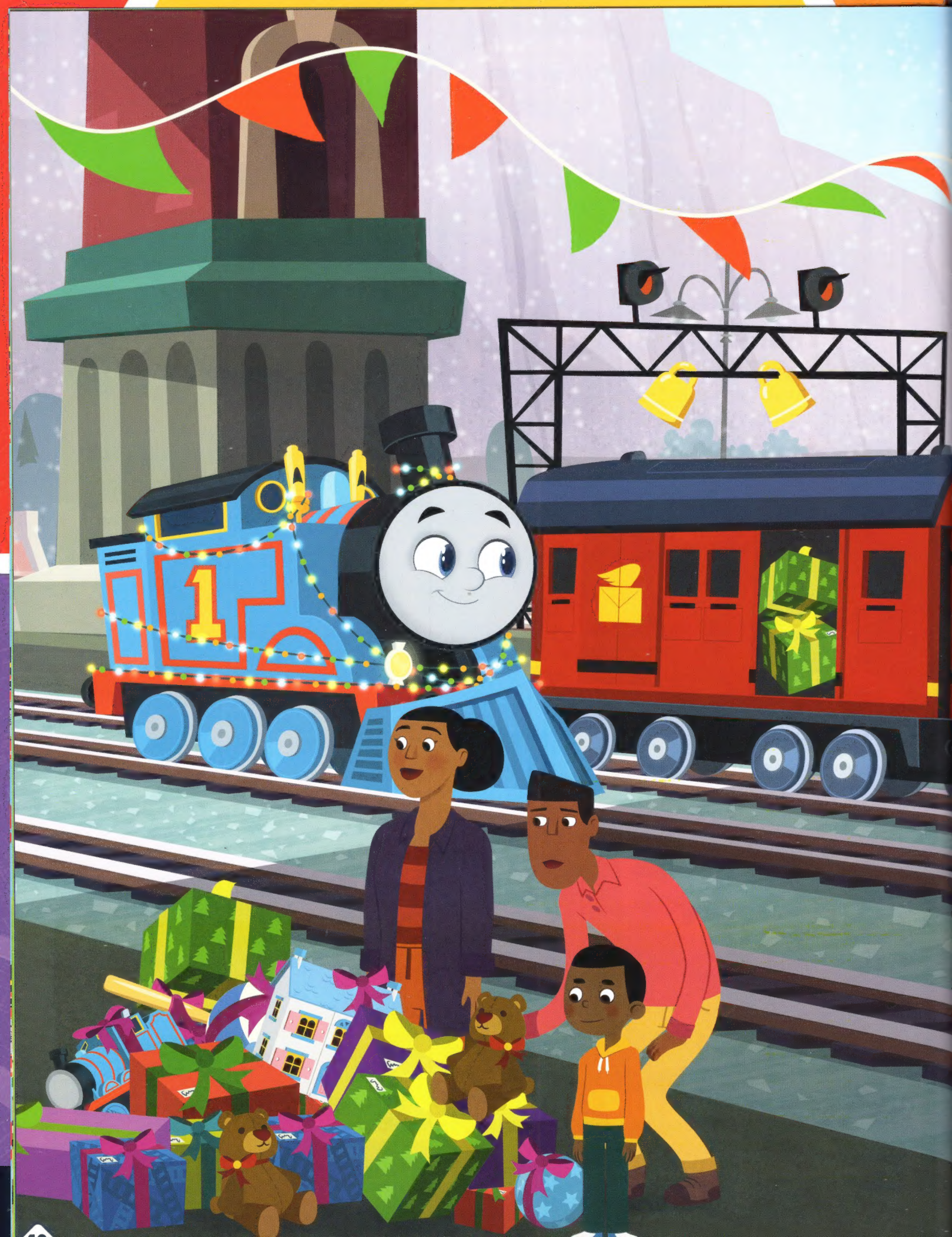
Give me a brake!
Get it?



Bruno

Always on time and ready to go, this bright red brake car keeps things on track.

Draw a picture of yourself here.
Now you are part of the Sodor Squad too!



Oh, What Fun!

Help the team get Christmas on the right track by collecting all the festive treats. Spot, count and circle the objects in the panel that are hidden in the big picture.



Things to spot



5 green presents



4 tall cakes



3 gold bells



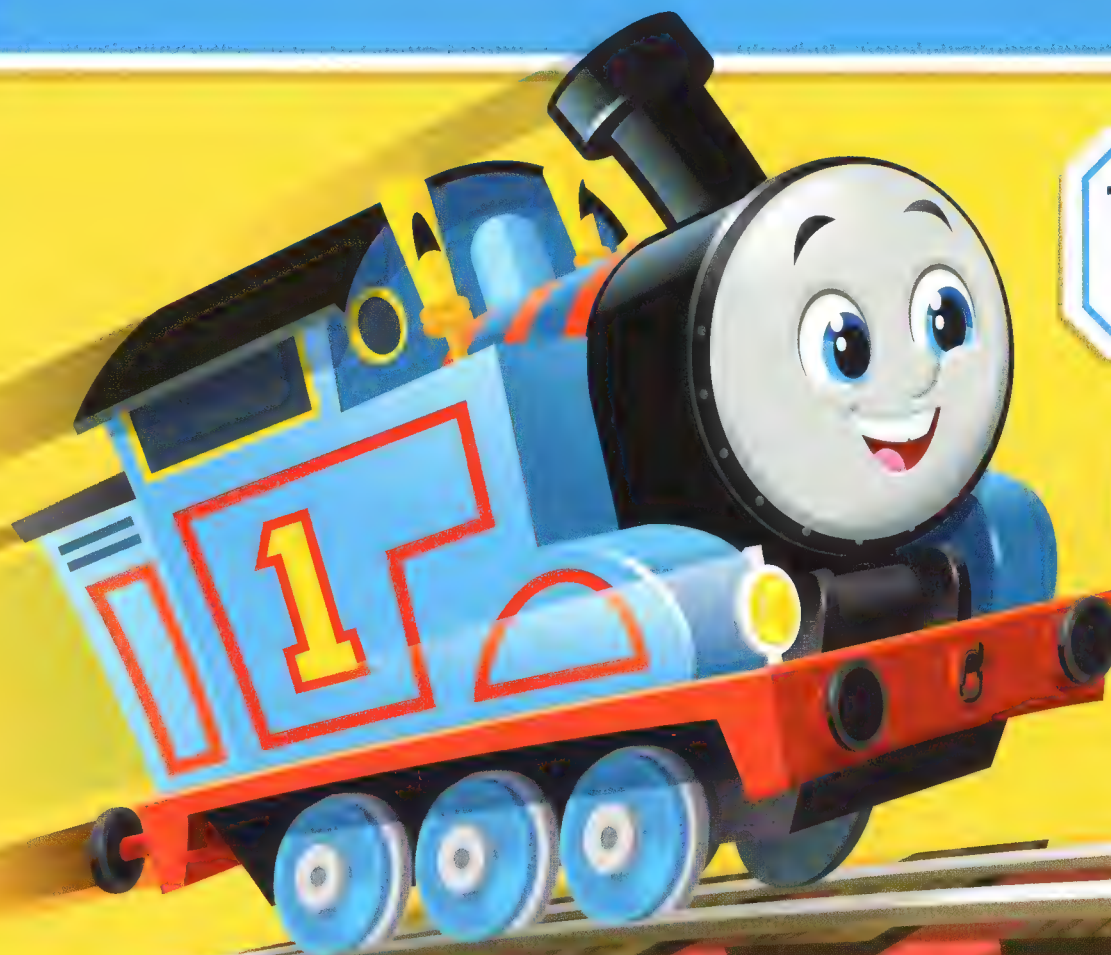
2 teddy bears



1 big star

Here Comes Thomas!

The **Number 1 Engine** is always ready to go! Thomas rocks the rails as he speeds all over Sodor, taking his friends along for the ride. This little blue engine is full of mischief, giggles and fun.



Tell Thomas

*Name 3 things
you love to do!*

1



Thomas loves
having adventures ...



racing his friends ...



and having lots of fun!



Night and Day



When the sun shines in the daytime, Thomas gets ready to play. When the moon shines at night, Thomas says 'Goodnight'!

Can you work out if it is **night** or **day** during Thomas' busy day?

Colour in a sun or a moon to show your answers.

1



The engines watch the ducks **swim** in the pond.



night



day

2



Percy and Thomas are **warm** by a cosy campfire.



night



day

3



Boing! Nia and Thomas play with a beachball.



night



day

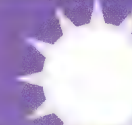
4



The lighthouse **helps** Thomas see in the dark.



night



day

Tell Thomas

Talk about 3 things you do in the day and 3 things you do at night.



The Christmas Mountain

It was **Christmas** on the Island of Sodor. Bruno was getting ready for two special jobs.

He was on his way to help Gordon take passengers on the festive Sodor tour, and he was going to put a star on top of the Christmas tree.

*"Putting the star on the tree is a **tree-t!**"* giggled Bruno. It was his favourite tradition.



But not everything was going to plan. Bulstrode the barge had **broken down** – and he was carrying the Christmas tree.

"Fear not," said Gordon. *"I will ... **find another tree!**"*



Bruno felt worried. Who would do the Christmas tour if Gordon was hunting for a tree?

"I'll do it!" peeped Thomas. *"Bruno can help me ... Is that OK, Bruno?"*

Bruno **wasn't sure at first**. He always did the tour with Gordon. But it could be fun with Thomas too, so Bruno agreed.



The first stop was to take the passengers to the **lighthouse**.

*"... or is it the **world's biggest candy cane?**"* giggled Thomas, as the passengers laughed.

Bruno kept thinking about the Christmas tree.

"I really hope Gordon has found one," he thought. *"Or I won't have anywhere to put my star."*



The next stop on the tour was **Farmer McColl's Farm**.

Thomas sang out loud:

"Jingle bells, jingle bells, jingle all the way.

Oh, what fun it is to ride with Annie and Clarabel today!"



Moooooooooooo! Even the cows joined in.

At Canonball Curve, the passengers were in for a whizzing ride.

Wheeeeeeeeeeeeeeee!

When they got to the bottom of the track, the friends got some **bad news**. Gordon couldn't find a new Christmas tree anywhere!



Bruno **started to worry** about his star, but Thomas **reassured him** that he could find somewhere special to put the star. Even if it wasn't on a tree.



Gordon took over the tour and Bruno, Thomas and Percy raced off to **save Christmas!**

"Full Steam ahead!" Thomas shouted as they left.

Percy spotted some green and red flashing lights at a crossing. They were Christmassy colours! But there was nowhere to put the star.



Next, Percy got all wrapped up in Christmas lights.

"Maybe I can be the tree!" giggled Percy.

But he wasn't tall enough.

Finally, Thomas gave his friends a **roar-some surprise** at the museum. Bruno could put the star on the T. rex fossil!

"Um, it's more **T. rex-massy** than **Christmassy**," Bruno said sadly.

Nowhere seemed **quite right** for Bruno's star.





Bruno thought long and hard about what makes a Christmas tree **so special**.

"We need to find something big and beautiful," said Bruno.
"So you can see the star from all over the island."

"I've got it," said Thomas suddenly. **"Lookout Mountain!"**

It was the biggest and best place on Sodor for a **shining star**.

With a lot of twisting and trailing, the Sodor Squad covered the mountain with **twinkling lights**. Soon it was **sparkle-tastic!**



Except for one thing. Bruno's star now looked too small for the **big mountain**. Luckily, Sandy had been busy making an **extra big star** for the **extra big mountain!**

And the best thing of all was that Bruno's **little star fitted perfectly inside the big star.**

"This isn't tradition, but I can still use my star," said Bruno with a smile.
"Let's get Christmas star-ted!"



Down below them, Gordon chugged along to show the passengers the final stop of the tour – the glowing Christmas mountain!

"I think this might just be our best new Christmas tradition," smiled Bruno and everyone agreed.

Happy Christmas!



THE END

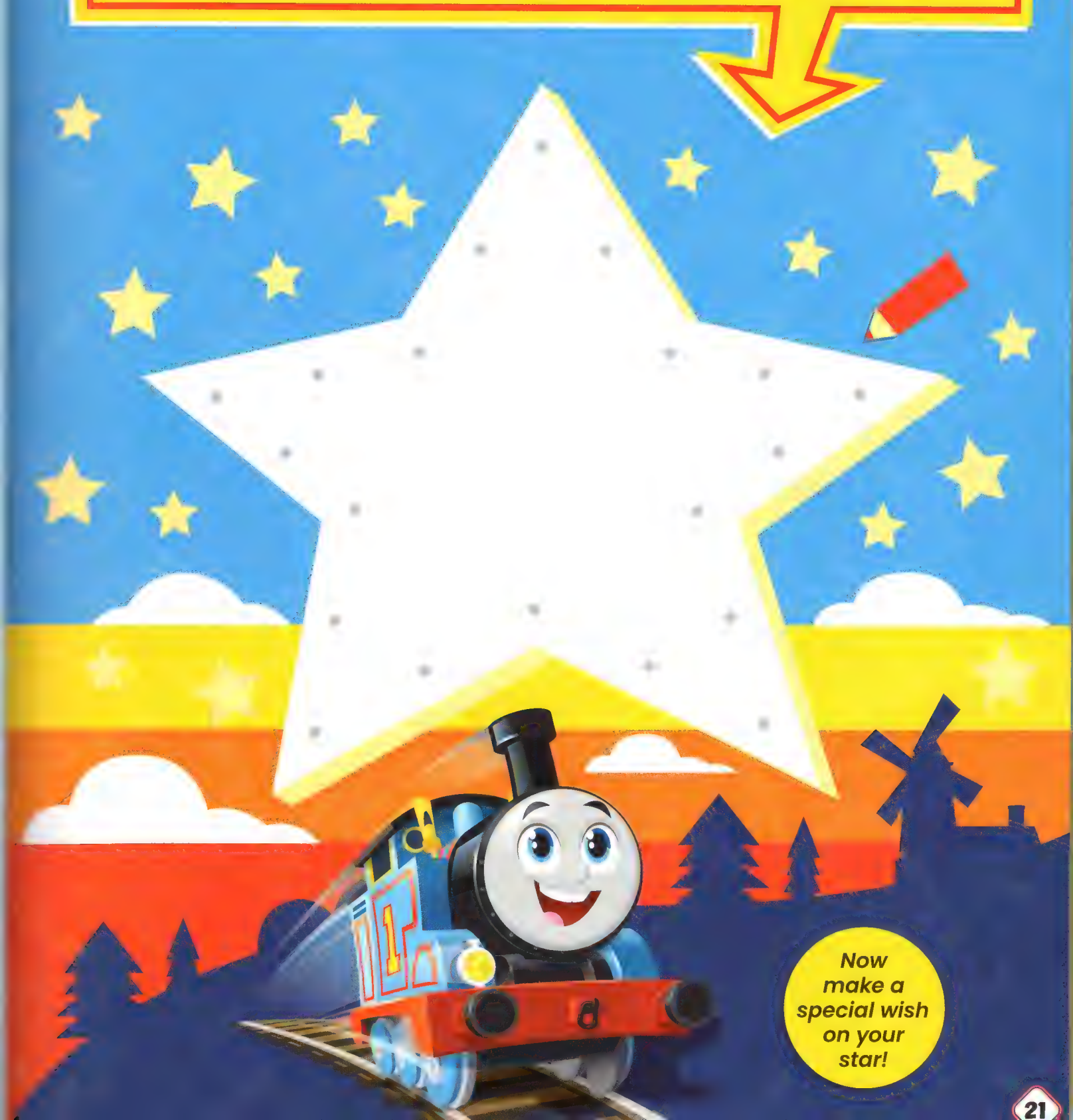
Present Dash

Race Thomas and Percy along the icy tracks to the big pile of presents. Count up the presents along the way. The engine with the most presents wins the race!



Stearns Can Come True

Thomas has spotted a big star sparkling in the sky. Join up the dots and then use your best crayons to fill the star with fun patterns and colours.



Now
make a
special wish
on your
star!

Here Comes Nia!

Nia is a colourful engine from Kenya in Africa. She travelled the world before she came to Sodor and her friends love hearing her stories about the lions, monkeys and elephants!



Sing with Nia

Sing your favourite song to Nia!



Nia loves music and singing ...



being helpful ...



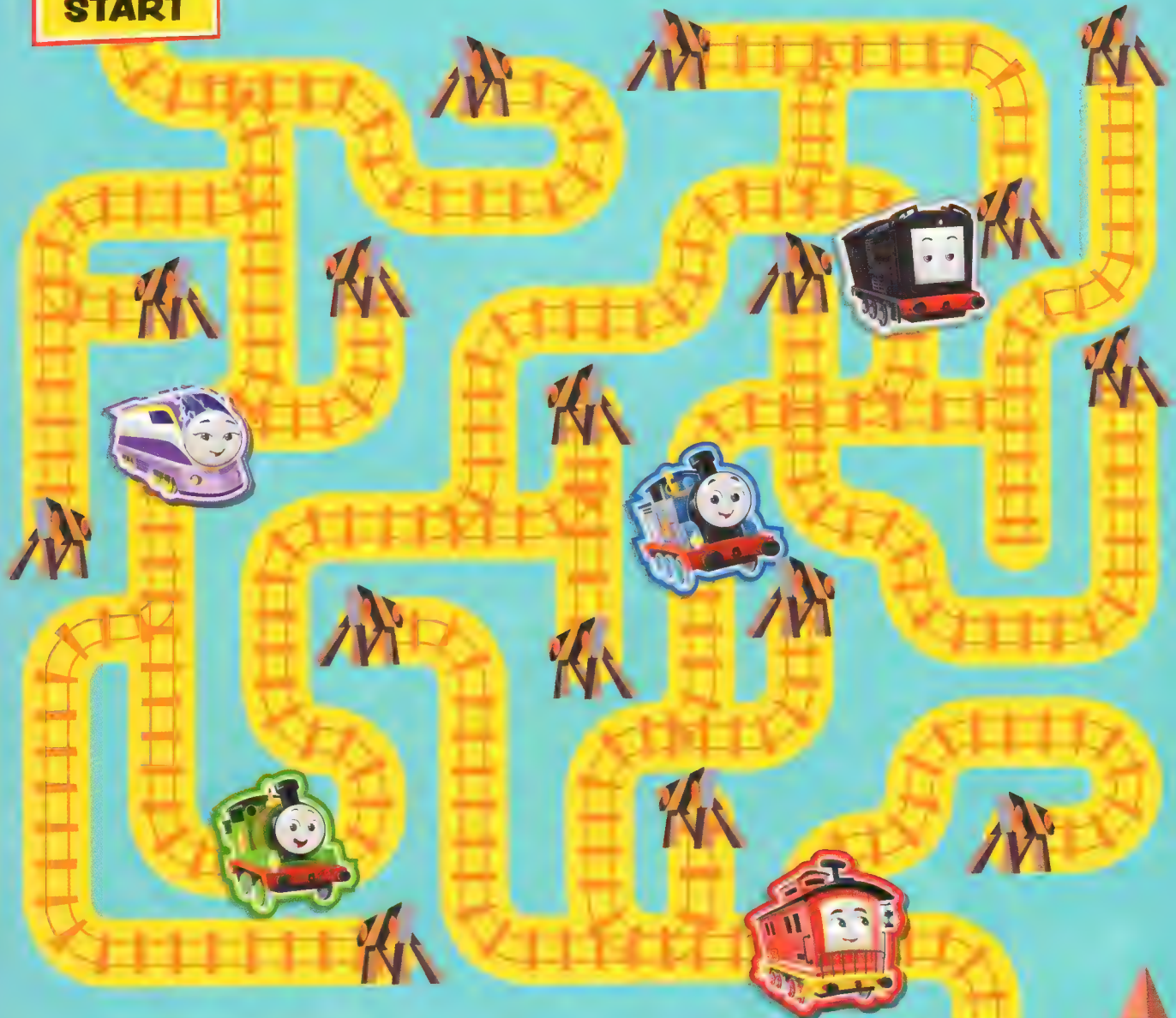
and whizzing on the rails!



Let's Play

Nia is playing a game of tag on her way to Knapford Station. Race through the maze, catching all her friends as you whizz by.

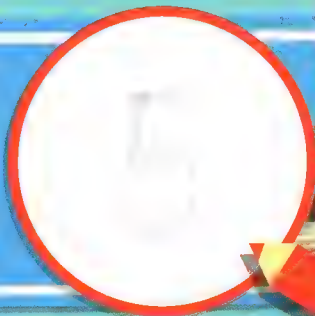
START



FINISH

Shout out '**TAG!**' each time you pass a friend.

How many friends did you catch? Trace the number!



Steam, Rattle and Roll

The Sodor Squad is rocking the rails at Nia's birthday party!
Can you spot five differences in picture 2?
Colour in a balloon each time you find a difference.



2



Bells are Ringing



Percy was getting ready for a **very busy day**. As well as delivering the mail, he had to take supplies to the new bakery.

"It's the grand opening," Percy whistled, as he raced past Thomas.

Percy rang his lucky bell.

Ding-a-ling! He felt like he needed extra luck to get everything done.

Ding-a-ling!

Percy whizzed from place to place all day long, ringing his little bell. Nia sang a song to the tune of the bell as Percy stopped to say hello.



Chugga-chugga-chugga! Delivering mail was hard work. Percy was starting to feel sleepy, so he kept ringing his bell to stay awake.

Ding-a-ling!

At Farmer McColl's Farm, the cows and sheep jingled their bells back. **Ding-ding-ding!**



"Just one more stop ..." Percy began.

But out of nowhere Diesel appeared, and ... **CRASH!** Percy's bell flew into the air and landed on Diesel's bumper with a **clang!**

"Be careful!" said Diesel, throwing the bell back to him.



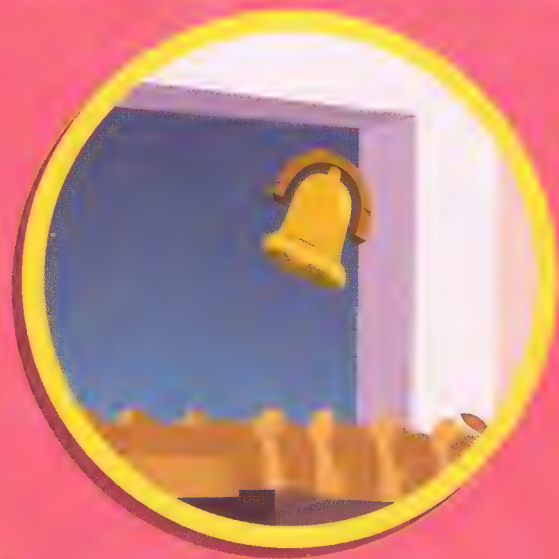


Finally, Percy pulled into his last stop at the bakery.

"Here are the boxes of supplies,"
Percy told Reginald, the baker.

"Yaaaawwwwwwnnnn ..."

Percy was now so sleepy that he didn't notice his bell topple into the delivery box.



The warm smell of fresh bread made Percy feel even more sleepy. Dreaming of his cosy shed, he rolled down the rails, leaving his bell behind.



It wasn't until he was back in his shed, that Percy realised his bell was missing!

"Lucky bell! Where are yoooooooouuuu?" Percy said. ***"What if someone stole it?"***

Thomas told Percy his friends would never steal his lucky bell. But Thomas wanted to help. So the friends decided to play detective and solve the case of the missing bell!

"Let's go back to all the places you have been today," said Thomas.



First stop was to find Nia.

But she promised Percy she would never, ever steal his lucky bell.





Chugga-chugga-chugga!

Thomas and Percy then raced on to Farmer McColl's Farm. Maybe the sheep or the cows had taken the bell.

But the sheep and cows had their own bells to ring.

Ding-ding-ding! The animals were innocent.

"If Nia or the cows or the sheep didn't steal my bell ... who did?" Percy said sadly.

Suddenly, he had a thought – Diesel liked playing tricks!

But Diesel was innocent too. *"I gave your bell back, remember?"* said Diesel.

Percy knew his friends were right. He was just so tired that he was confused.

Just then, the **sweet smell** of baked bread filled the air again.



Bread!



Percy suddenly remembered the last place he had seen his bell. In a **fizzle of excitement**, he chugged off as fast as his little wheels would go.



Sure enough, his lucky bell was **safe and sound** at the bakery. Percy had solved the case of the missing bell!

"See ... nobody would steal your bell," said Thomas.

Percy blushed. *"It looks like I have some apologies to deliver,"* he said.

Sir Topham Hatt wheeled out a big cake. *"Do you have the energy to deliver this too, Percy?"*

"I think Percy has earned a break," giggled Thomas. *"I'll do it. It'll be a **piece of cake!**"*

Ding-a-ling!





Who Makes What?

Food and drinks give us energy, but do you know where they come from? Draw lines to match up the correct pairs. One has been done for you.



carrots



milk



apples



eggs



cow



tree



chicken



soil

Tell Thomas

What is your favourite thing to eat or drink?





We Got This!



Eek! There's been a storm and all the farm animals have escaped! Draw a line through the animals to help Thomas and Diesel take them back to the farm.

Stay away from the lightning bolts and rain clouds!

START



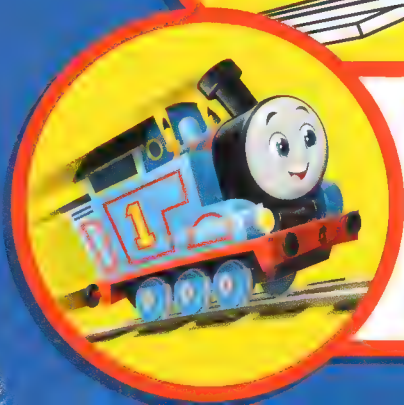
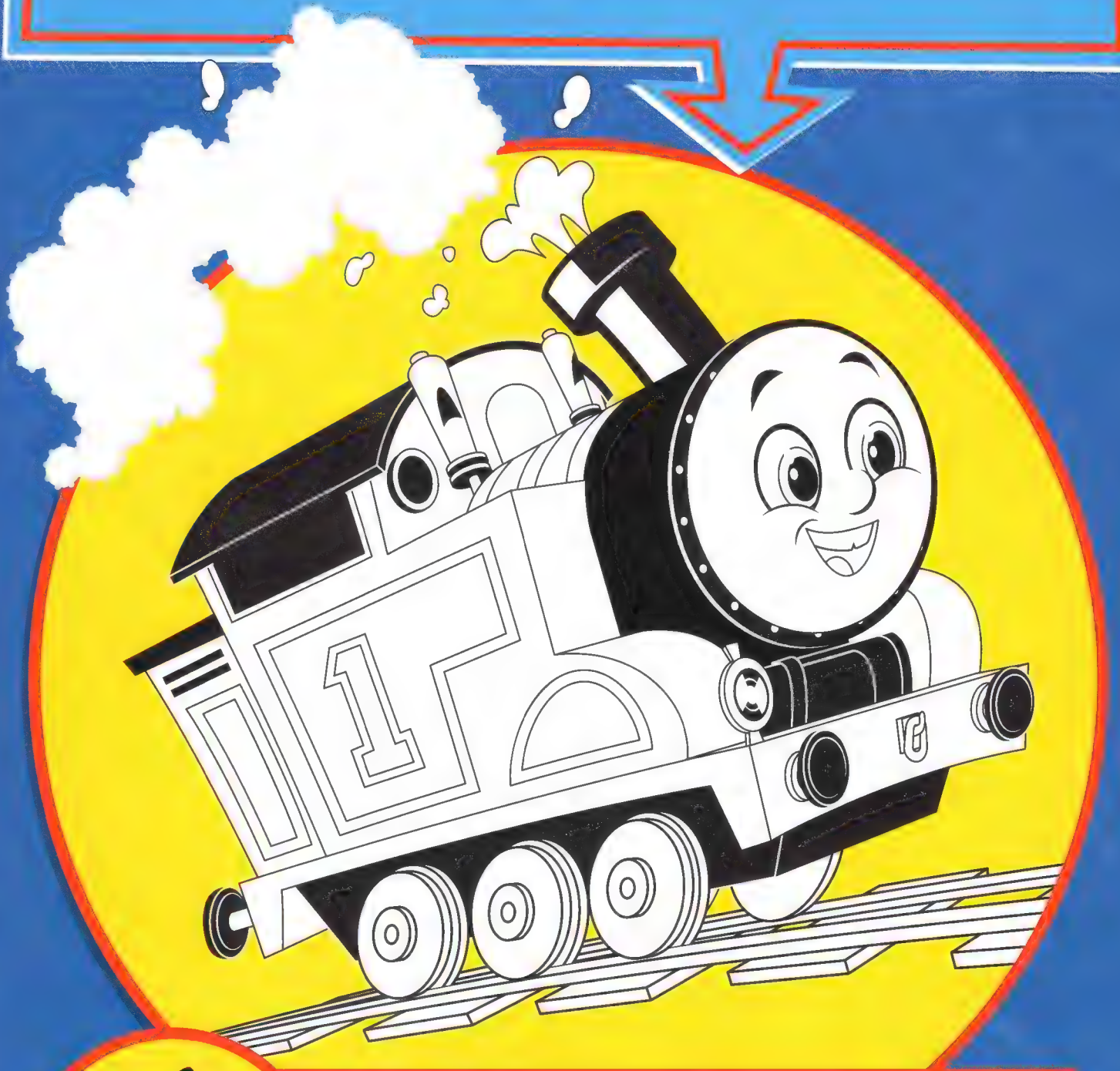
FINISH



Full Steam Ahead

Chugga-chugga-chugga!

Help Thomas speed up by tracing around his steam cloud.
Then colour him in, to send him on his way.



Trace it!

Jigsaw Jumble

Kana and Nia have a very fishy delivery today!
Draw lines to match the missing pieces to the puzzle.
But watch out, some of the pieces don't belong!



Tell Thomas

Can you think of
three things that
live in water?



Animal Friends

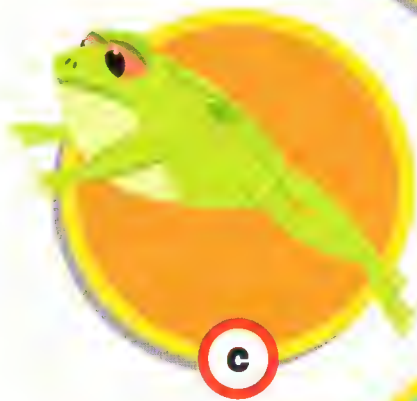
The noisy animals on Sodor are making Thomas giggle today! Use a pencil to trace around the animal names. Then draw lines to match each word to the right animal.

1

2

3

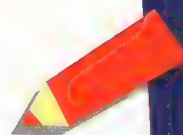
4



Each time you find a match, make the animal noise.

Railroad Buddies

Percy and Thomas are best friends.
They love to race, play and work together.
Can you find the two **matching pictures** of the pals?



Here Comes Diesel!

Cheeky Diesel is always up to mischief. He can cause chaos, but everyone knows he's a fun and important member of the Sodor Squad!

Tell Diesel

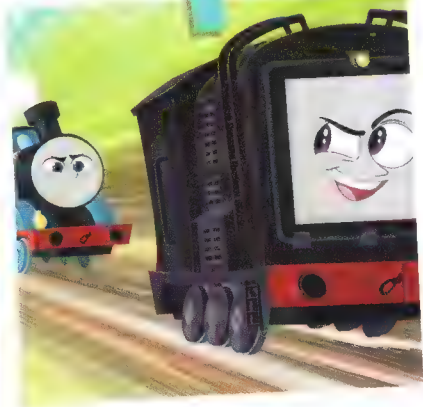
What funny things
do you like to do?



Diesel likes playing tricks ...



being silly with his friends ...



and winning every race!

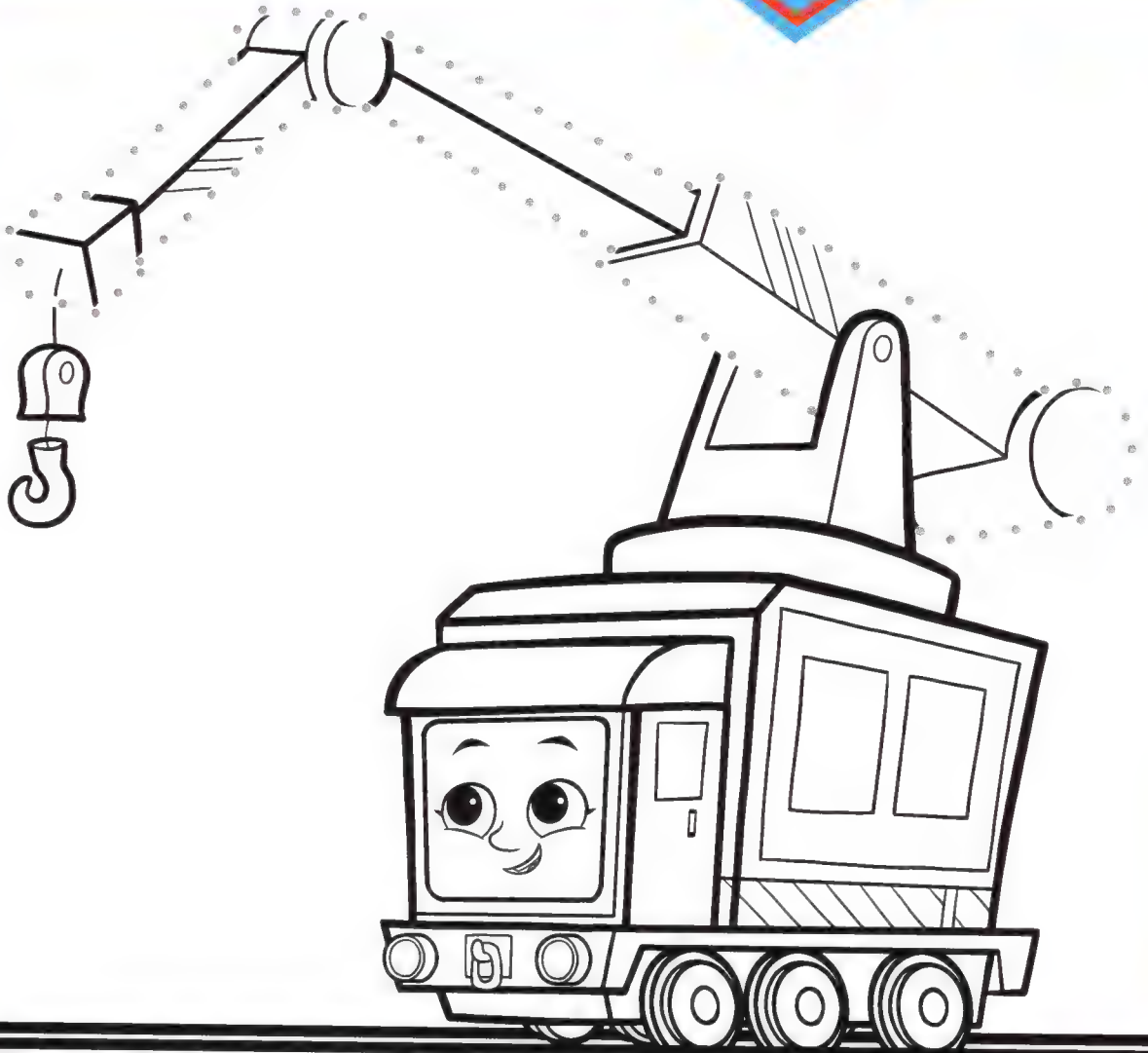
Delivery Disaster

Bumpity-bump! Uh oh, Diesel was going too fast and crashed into Thomas. Now their **two** deliveries are all mixed up. **Circle** the items for the farm and **tick** the ones going to a party.

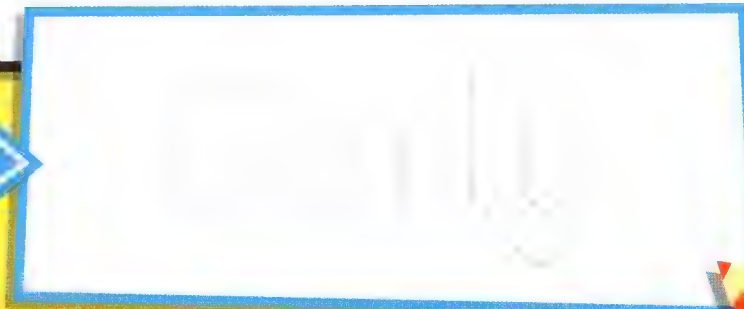


Super Carly

Heavy load coming through! Carly is working hard at the Maintenance Yard. Join the dots and colour the picture. Now draw a big delivery for Carly to lift.



Trace
the dotted
letters to spell
out Carly's
name.



Fizz, Whizz, Crackle

Kana likes to do things at super speed.
Are you ready to take her time challenge?



How to play

Ask a grown-up to set a timer.

Use a pencil to speed along the track to Thomas.

Write down your time. Now go again and see if you get a faster time!

Time It!

Race 1

seconds

Race 2

seconds



FINISH

The Great Bubbly Build

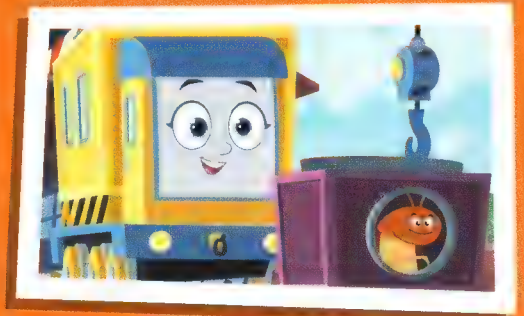
At the Maintenance Yard, Carly and Sandy were busy **collecting rubbish**. The tower of scrap they had made had given them a big idea.

"Let's build something together out of all this rubbish," said Carly.



But the friends had completely **different ideas** about what to build.

When Carly made a **bug box**, Sandy thought it was a bit boring.



And when Sandy built a centipede sculpture, Carly didn't understand what it was for.

*"It's **ART!**"* said Sandy.



The friends didn't have long to argue because Thomas, Nia, Percy and Diesel steamed into the yard.

*"We have a **problem!**"* said Thomas.

The train wash had broken, and none of the engines could get clean. What a **messy, mucky** Sodor Squad!

Nia steamed inside the train wash and the whole building **clanked** and **clanged** and **puffed** out smoke.

When Nia reversed back out, she had a big, bubbly beard!

"At least I smell like strawberries now!" she giggled.





Clang! Click! BANG! The train wash rumbled and rocked until it finally **crumbled to the ground**. Carly and Sandy had no idea how to fix it now.

*“Hang on, weren’t you two looking for something **new to build?**” said Thomas. “Why don’t you make a **new train wash** – but bigger and better!”*

It was the perfect idea. But as usual, Carly and Sandy had very different plans. Carly wanted to build something **simple and useful**.



And Sandy wanted to create something **whizzy and fun**.

“If it works, then I’m in ...” said Carly, who was a little worried about Sandy’s big design.

Sandy and Carly worked all afternoon until the **bubbly build** was ready. All the engines couldn't wait to try it out. It looked super fun, with rollercoaster ramps and squirters and water shoots.

But, oh dear!
Nothing quite worked to plan.
Diesel got flung up into the air ...

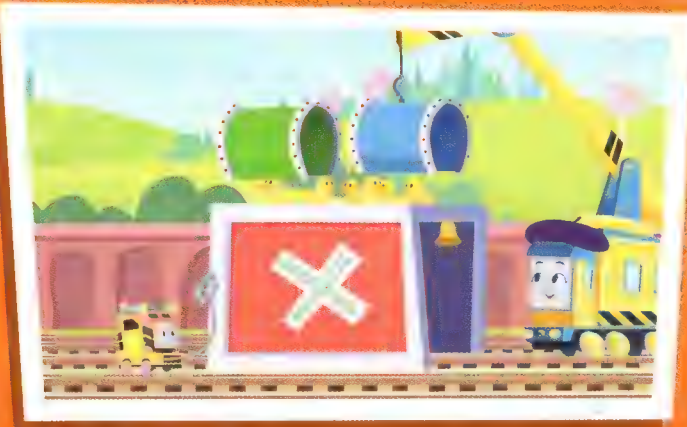


Thomas got squirted with grease ...



and Percy got showered with rubber ducks!

Sandy felt terrible. *"This is what you were trying to tell me,"* she said to Carly. *"My design is a **fun art project**, but a **bad** train wash."*



So this time, Sandy worked hard on Carly's plan instead. The friends soon built a simple and easy train wash.

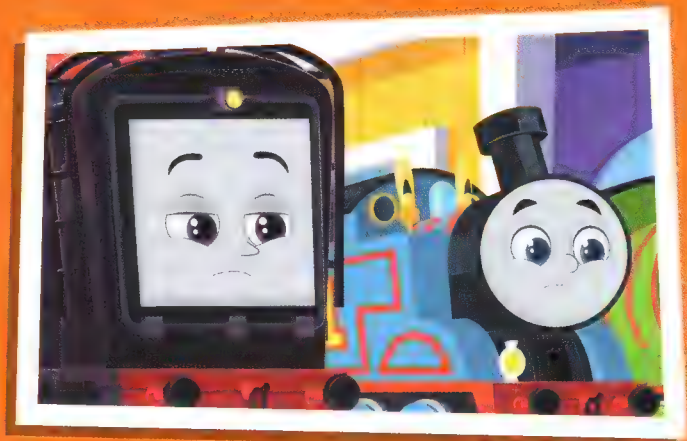
This time, surely nothing could go wrong.

One by one, the mucky and messy engines steamed into the train wash. When they came back out, they were shiny and sparkly clean.

It worked!



But something wasn't **quite right**. The train wash certainly did its job, but the engines weren't having any fun.



That's when Carly had the **best idea of all**. The train wash needed bits of Carly's practical designs and bits of Sandy's fun designs to make it perfect.

*"If we can make those two things work together, it will be an **AMAZING** combination!"* said Carly.



So this time, Sandy and Carly shared their ideas to build something **super special**.

And it worked! The new train wash was **fun and functional** and the engines loved it!

*"**Woohoo!**"* the friends shouted, as they **whizzed** through the bubbles.

The **great bubbly build** was complete!



*"**It's perfect,**"* said Carly.
*"**Because we did it in the best way possible ...**"*

*"**Together!**"* giggled Sandy.

THE END



Bubbly Build Quiz

When you have read The Great Bubbly Build story, take Thomas' quiz to see how much you remember about it.

1

What were Carly and Sandy tidying up at the Maintenance Yard?



balls



rubbish



leaves

2

What broke down at the start of the story?



the train wash



Diesel



a rocket

3

Who had a big, bubbly beard?



Thomas



Percy



Nia

4

What did Percy get covered with in Sandy's train wash?



mud splats



rubber ducks



balloons

Check your answers and write your score here!

/ 4

Make a Splash!

It's raining on Sodor, which means one thing for the team – **water fight!** Can you work out who is who behind the water splashes?



Tell Thomas

Say all the names out loud.



Here Comes Sandy!

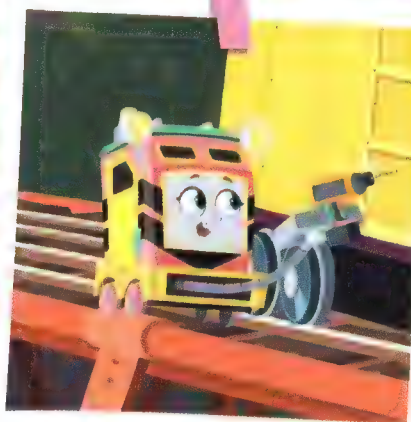
This little rail speeder is not afraid to get her wheels dirty. With lots to fix and build on Sodor, Sandy always brings a splash of fun and silliness to every job!

Tell Sandy

Have you ever got super mucky?



Sandy likes to tidy up ...



build fun things ...



and work hard with her friend, Carly.

A Helping Hand

Teamwork is the best work! Carly is always on hand to help Sandy when she gets into a spin. Can you spot the **odd one out** before Sandy starts to feel dizzy?





Mighty Memory

Bruno the Brake Car likes to remember schedules and plans. He has a fun memory game, just for you!

Study this picture carefully. Then cover it up with a piece of paper and take Bruno's quiz.



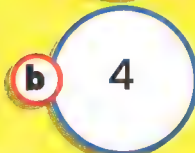
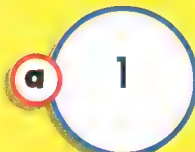
Circle your answers

Bruno's Quiz

1 What animals is Nia delivering?



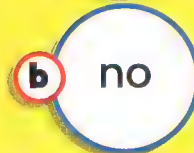
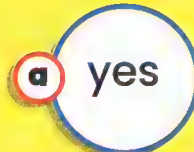
2 How many people are in the garden?



3 What colour flowers are growing up the building?

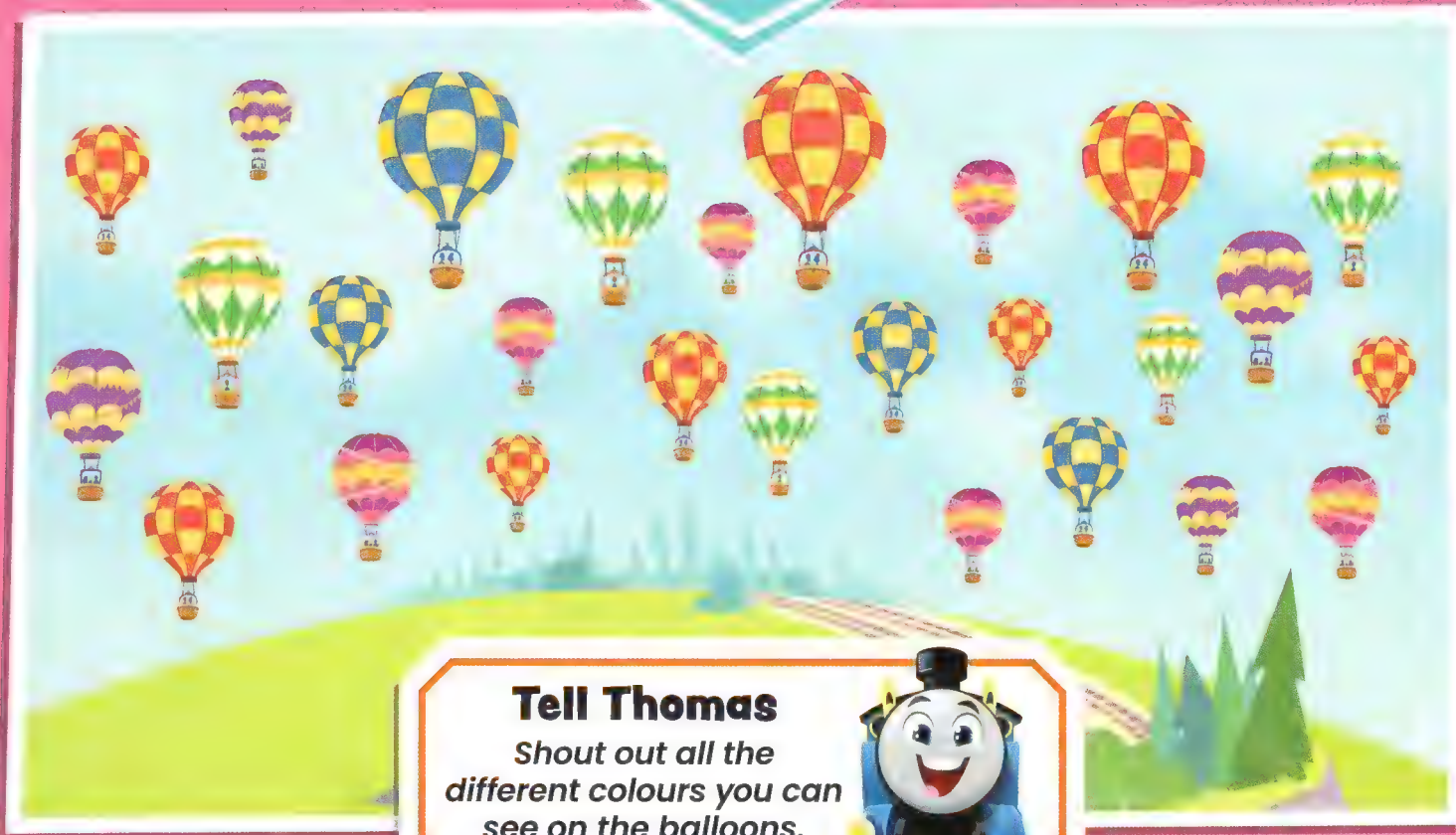


4 Are any of the people wearing a hat?



Up, Up and Away

Look up, Thomas! There are lots of hot-air balloons floating in the sky. Count how many of each design you can spot. Write your answers in the empty balloons.



Tell Thomas
Shout out all the
different colours you can
see on the balloons.

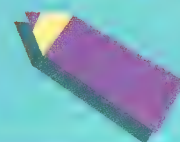


How many can you spot?

Write your answers in the empty balloons.



Use the numberline to help you.



Darcy's Roarsome Find

Darcy the excavator's spinning drill
has revealed a dinosaur!



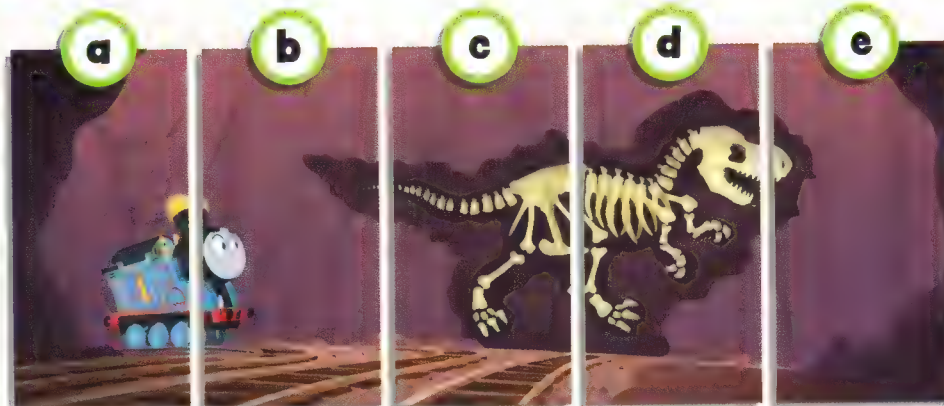
Tell Darcy

Say 3 words that
describe the T. rex
she has found.

ROOAAAR!



Draw lines
to match the
jumbled up
picture to the one
shown in the
right order.



DID YOU KNOW?

.....
Fossils can be
bones, teeth,
shells or prints
of living things
that existed
long ago.

A Bumpity Rescue

Everything is going wrong on Sodor today!
Follow the bumpy lines to find out which
friend is helping each engine.



**Racing
to the
rescue!**

1. Sandy



**Let's
go!**

2. Thomas



**I'm on
my way!**

3. Bruno



a



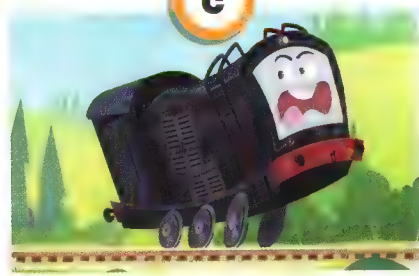
SPLAT! Percy needs an
emergency clean-up.

b



Quick! Nia is lost and
needs help.

c



Faster! Diesel is in some
rocky danger!

A Christmas Adventure

Snow is falling and the friends are ready to have some Christmas fun. Use a pencil to follow the track and do the challenges along the way.



Let's go!



Colour the big candy cane with red stripes.

Count all the snowflakes you can see.
Say your answer out loud.



Circle 5 blue presents at Farmer McColl's Farm.



Stop for
a snowball
fight with Diesel!
How many
snowballs can
you count?



Who
is hiding
in the snow?
Say their
name out
loud!

Stop
to say
"Ho, Ho, Ho!"
to Sir Topham
Hatt.



Draw
a present
inside the
empty box,
just for
Percy.



**Happy
Christmas!**



Here Comes Bruno!

Bruno is an autistic red Brake Car who always helps his friends stick to a schedule. With one screech of his brakes, he can slow things down and keep everyone on track!

Tell Bruno

How do you help
your friends?

DID YOU KNOW?

.....

Bruno flashes his
lanterns to show
his friends if he is
happy or worried.

43



Bruno likes to
make plans ...



help his friends ...



and roll in reverse!
Wheee!

So Many Brunos

Bruno is everywhere today!
These pictures all look the same, but there are
three different Brunos hiding on the page.

Find and circle these three pictures.



Ashima's Amazing Arrival

Read along to the story about Ashima's visit to Sodor.
When you get to a picture, say the word out loud.

Thomas



Ashima



Percy



skunk



paint



rainbow





The Sodor Squad was getting ready for an exciting visitor.

Their friend  from India was coming to stay.



wanted to make the best welcome ever!

But nothing was ready. The docks were dirty and there were
no big surprises prepared for  .  needed a plan,
and fast.



knew



was friends with tigers in India. "Let's

borrow a tiger from the zoo!" peeped






wanted

to help so he raced to Vicarstown Zoo.





was super colourful, so Kana had an idea to give the docks a  makeover. She whizzed off to collect some pots of , while  practised a welcome dance.




wanted it all to be just perfect.



let borrow a tiger from the zoo,

Kana lost all the   on a wobbly bridge and  couldn't remember his dance.



wasn't giving up. He brought another stripy animal to welcome .



"It's a








!" giggled .

"They are like tigers – fuzzy, stripy, and a bit scary!"




Back at the dock,  wasn't impressed with the stinky . His big welcome was going to be a disaster!


Kana tried to help by finding a gadget that puffed out  steam. Even Cranky tried to help. " is not coming to see the dock, she's coming to see you!" he told .

"OK, let's show  how happy we are to see her," said .

So when  arrived, the friends puffed the  steam and  smiled his biggest smile.  loved seeing her friends! She even loved meeting the stinky .

The big welcome might not have been perfect, but  realised friendship isn't about being perfect. It is about being happy together!



Ask an adult to cut along here 

Go, Go, Team Awesome!



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Happy Christmas!



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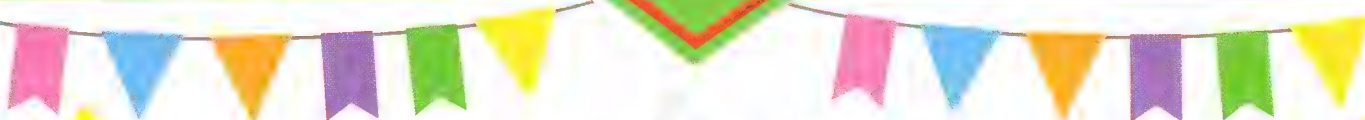


Tree-ific Art



Presents **delivered** – **check**, lights up – **check**.

There is one thing left to do ... **decorate the Christmas tree!**
Use your crayons to fill the tree with fun decorations and colours.





Rainbow Race



The weather is toot-ally wild on Sodor today.
Grab a friend to play this fun game with.
The first one to reach the FINISH wins!

YOU WILL NEED:

- 2 players
- A dice
- Counters such as coins, toy figures or pieces of paper

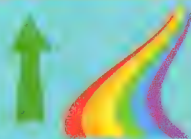
HOW TO PLAY

- Pop your counters on the start. Choose who will be Thomas and who will be Kana.
- Take it in turns to roll the dice and move forward the number rolled.
- If you land on a:

lightning bolt,
crash back
down the board.



rainbow,
whoosh up
the board.



rain cloud,
miss a go.



- The first one
to reach the
FINISH, wins!



FINISH



30

29



17

18

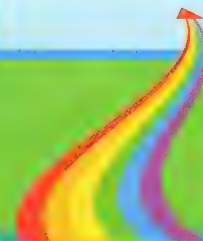
19

16

15

14

13



START



1

2

3



Adventure Time

When they stick together, any adventure is possible for Team Awesome!
Colour the picture.



Tell Thomas

*What adventures
have you had?
Tell the engines
all about them.*



Answers

Pages 10–11 Oh, What Fun!



Page 13 Night and Day

1 = day ☀️ 2 = night 🌙
3 = day ☀️ 4 = night 🌙

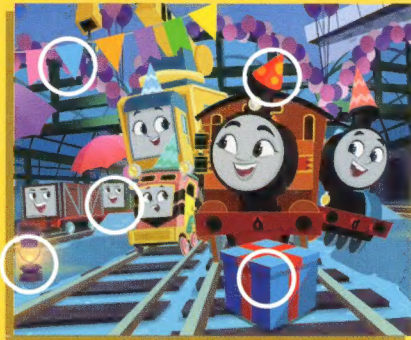
Page 20 Present Dash

Percy collects 7 presents and Thomas collects 6 presents. Percy wins the race.

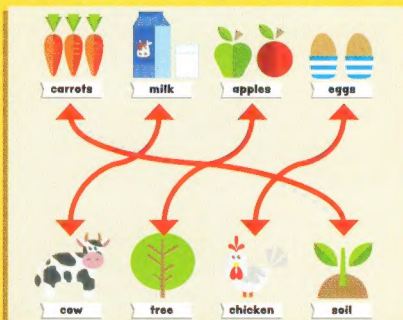
Page 23 Let's Play



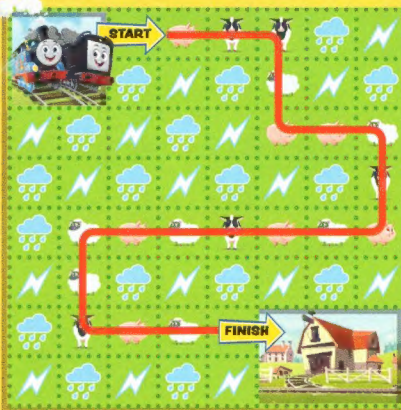
Pages 24–25 Steam, Rattle and Roll



Page 32 Who Makes What?

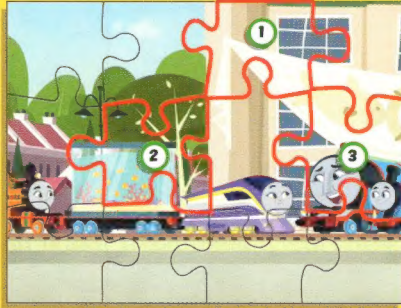


Page 33 We Got This!



Page 35 Jigsaw Jumble

1 = c, 2 = d, 3 = b.



Page 36 Animal Friends

1 = c, 2 = a, 3 = d, 4 = b.

Page 37 Railroad Buddies

The matching pair are 3 and 6.

Page 39 Delivery Disaster



Page 48 Bubbly Build Quiz

1 = b, 2 = a, 3 = c, 4 = b

Page 49 Make a Splash!

1 = Thomas, 2 = Sandy, 3 = Nia,
4 = Percy, 5 = Bruno, 6 = Kana

Page 51 A Helping Hand

Picture 3 is the odd one out.

Page 52 Mighty Memory

1 = b, 2 = b, 3 = a, 4 = a

Page 53 Up, Up and Away



Page 54 Darcy's Roarsome Find

1 = d, 2 = b, 3 = a, 4 = e, 5 = c



Page 55 A Bumpity Rescue

1. Sandy = b
2. Thomas = c
3. Bruno = a

Pages 56–57 A Christmas Adventure

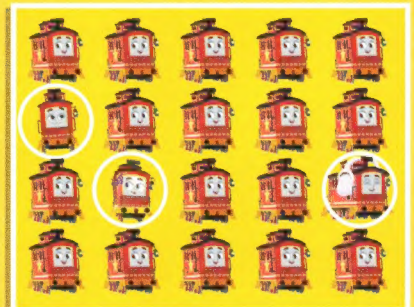
There are 10 snowflakes.



There are 10 snowballs.
Bruno is hiding.

Page 59 So Many Brunos

Circle the 3 Brunos







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